

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-12. (Canceled)

13. (Currently Amended) The ~~map information~~ 3D road object creating device according to claim [[9]] 27, further comprising a texture extracting unit that extracts texture information including information on a texture drawn on an arbitrary surface of the ~~three-dimensional~~ 3D road object, information on a drawing cycle of the texture, and information on a representative color of the arbitrary surface, from the ~~three-dimensional~~ 3D road object, wherein

the creating unit creates the ~~second three-dimensional~~ 3D road object based on the texture information.

14-18. (Canceled)

19. (Currently Amended) The ~~map information~~ 3D road object creating method according to claim [[15]] 31, further comprising the map information creating device extracting texture information including information on a texture drawn on an arbitrary surface of the ~~three-dimensional~~ 3D road object, information on a drawing cycle of the texture, and information on a representative color of the arbitrary surface, from the ~~three-dimensional~~ 3D road object, wherein

the creating includes creating the ~~second geometry~~ 3D road object based on the texture information.

20-24. (Canceled)

25. (Currently Amended) The computer-readable recording medium according to claim [[21]] 35, wherein

the ~~map information~~ 3D road object creating program further makes the computer execute extracting texture information including information on a texture drawn on

an arbitrary surface of the ~~three-dimensional~~ 3D road object, information on a drawing cycle of the texture, and information on a representative color of the arbitrary surface, from the ~~three-dimensional~~ 3D road object, and

the creating includes creating the ~~second-geometry~~ 3D road object based on the texture information.

26. (Canceled)

27. (New) A three-dimensional (3D) road object creating device, comprising:
a cross-section data extracting unit that extracts cross-section data that includes at least width and height of a 3D road object to be drawn;
a length information extracting unit that extracts, from a road network database that stores information on length of the 3D road object, length information necessary for drawing the 3D road object; and
a creating unit that creates, based on the cross-section data and the length information, the 3D road object having a size obtained by extending the cross-section data in a longitudinal direction of the 3D road object by a length specified by the length information.

28. (New) The 3D road object creating device according to claim 27, wherein the 3D road object corresponds to at least a part of road data stored in the road network database.

29. (New) The 3D road object creating device according to claim 28, further comprising a selecting unit that selects, based on identification information included in the road data, cross-section data necessary for drawing the 3D road object from among various types of cross-section data for different cross-sections.

30. (New) The 3D road object creating device according to claim 27, wherein
the length information is link-length information included in the road network database for drawing the 3D road object, and
the creating unit creates the 3D road object by extending the cross-section data by a length specified by the link-length information.

31. (New) A three-dimensional (3D) road object creating method, comprising:
extracting cross-section data that includes at least width and height of a 3D road object to be drawn;
extracting, from a road network database that stores information on length of the 3D road object, length information necessary for drawing the 3D road object; and
creating, based on the cross-section data and the length information, the 3D road object having a size obtained by extending the cross-section data in a longitudinal direction of the 3D road object by a length specified by the length information.
32. (New) The 3D road object creating method according to claim 31, wherein the 3D road object corresponds to at least a part of road data stored in the road network database.
33. (New) The 3D road object creating method according to claim 32, further comprising selecting, based on identification information included in the road data, cross-section data necessary for drawing the 3D road object from among various types of cross-section data for different cross-sections.
34. (New) The 3D road object creating method according to claim 31, wherein
the length information is link-length information included in the road network database for drawing the 3D road object, and
the 3D road object is created by extending the cross-section data by a length specified by the link-length information.
35. (New) A computer-readable recording medium that stores therein a three-dimensional (3D) road object creating program making a computer execute:
extracting cross-section data that includes at least width and height of a 3D road object to be drawn;
extracting, from a road network database that stores information on length of the 3D road object, length information necessary for drawing the 3D road object; and
creating, based on the cross-section data and the length information, the 3D road object having a size obtained by extending the cross-section data in a longitudinal direction of the 3D road object by a length specified by the length information.

36. (New) The computer-readable recording medium according to claim 35, wherein the 3D road object corresponds to at least a part of road data stored in the road network database.

37. (New) The computer-readable recording medium according to claim 36, further making a computer execute: selecting, based on identification information included in the road data, cross-section data necessary for drawing the 3D road object from among various types of cross-section data for different cross-sections.

38. (New) The computer-readable recording medium according to claim 35, wherein

the length information is link-length information included in the road network database for drawing the 3D road object, and

the 3D road object is created by extending the cross-section data by a length specified by the link-length information.